Subject: Re: shading(material) of meshes
Posted by Rick Towler on Sun, 01 Sep 2002 16:44:45 GMT
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"Lyubomir Zagorchev" <lzagorch@cs.wright.edu> wrote

> In OpenGL if I have a shaded mesh I can select different types
> of shading and mesh materials. Every material has certain properties
> and reflects the light in different ways (for the same light, regardless
> of the normals). In IDL, if I understand correctly, I can specify only
> the color for drawing the polygons. Am I right or I am missing
> something here?

You are correct and not missing a thing. I believe that I have a feature
request in for this but I wouldn't hold your breath. The logic at RSI is
that by exposing these intrinsically OpenGL features it would complicate any
move to another 3d graphics API.

I understand but disagree. This caution was warranted maybe 3 or 4 years
ago, but openGL is here to stay for a good while and it's replacement
(whatever that will be) will undoubtedly support basic features such as
material properties.

I urge you to put your request in too. Maybe we'll see it in 5.7....

-Rick